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ACTIVISION®

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SHANGHAI II®

DRAGON'S EYE

INSTRUCTION MANUAL

ACTIVISION®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Contents

SHANGHAI STORY 4

HOW TO PLAY 6

SHANGHAI II 7

- USING THE CONTROLLER 12
- SHANGHAI II MENUS 13
- SHANGHAI II STRATEGY TIPS 21

DRAGON'S EYE 23

- THE DRAGON'S EYE MENUS 28
- DRAGON'S EYE STRATEGY TIPS 30
  - SLAYER HINTS 30
  - MASTER HINTS 31

CREDITS 33

上海

THE SHANGHAI STORY

For centuries, man has created games to entertain himself. Long long ago, our ancestors played by throwing small marked pieces of bone and wagering on how they fell. These pieces of bone eventually became what we call dice.

Sometime later, the Chinese changed the dice into tiles, and created a game we call dominoes. In 1120 AD, during the reign of Siuen-ho, dominoes became standardized in the form we still know today. But over time, new and different versions of dominoes came to be played in the provinces of China.

In the early 1900's, Joseph P. Babcock, an American businessman living in Shanghai, made a study of one of those games. It was called ma chiang, ma cheuk, or ma ch'iau, all of which are dialects for "sparrow," the "bird of 100 intelligences." In 1920, Babcock brought the game and its colorful tiles to the West under the name Mah-jongg. Mah-jongg became a huge fad in the English-speaking world, and has remained popular ever since.

But Mah-jongg is not the only variation of this ancient and intriguing obsession. Now from the Orient comes *Shanghai II* and *Dragon's Eye*...

最初

HOW TO PLAY

Insert the Game Pak and then turn on your system. You'll see the introductory sequence, followed by the title screen.

There are 2 games in your *Shanghai II: Dragon's Eye* Game Pak (plus a few extra modes for your continuing enjoyment): the main game, which comes up automatically when you turn on the game, is *Shanghai II*. The other game, available through the on-screen menu (you can get the menu by pressing the START key), is *Dragon's Eye*.

SHANGHAI II

The basic premise of *Shanghai II* is very simple to learn — the challenge comes in mastering all the intricacies which you can discover as your skill improves.

Shanghai II is played by removing pairs of matching tiles. The trick is that only unblocked tiles can be removed. A tile is considered to be blocked if there are tiles touching both its left and right sides, or resting on its upper surface. If the tile can be pictured as sliding left or right without disturbing any other tiles, it is unblocked. Tiles touching the tile's top or bottom edges are ignored.

First, then, you have to identify two identical tiles, both of which are unblocked. Next, to remove a pair of tiles, use the ✣Control Pad to move your cursor onto one of the two tiles of the target pair. Once the tip of the

cursor's "finger" is over the desired tile, press the B button. If the tile is unblocked, it will be highlighted (change color) to indicate that you intend to remove it.[1]

Now move your cursor to the matching tile, and again press B. If that tile is also unblocked, both tiles will be removed.[2] In many cases, there will be a special animation and sound effect.

Wise man say:

[1] **If the tile doesn't change color, check to see that:**

- the tip of the cursor is well within the tile.
- the tile is free to "slide" left or right unhindered — i.e., it is unblocked.
- no other tile is highlighted — if another, nonmatching, tile is highlighted, you can press A to de-highlight that tile, then press B to highlight the one under your cursor.

[2] **If the tile doesn't change color, check to see that:**

- it matches the other tile — If you are new to the Mah-jongg tiles, you may be trying to click on a tile that bears an apparent similarity but doesn't really match (all Chinese characters look alike, to some Westerners) — you might want to try another tile set if that's the case.
- the cursor is clearly on the tile.
- the tile is unblocked.

It's that simple to play. Now just remove all the rest of the tiles in the same way...

... or try to!

Since the 144 tiles are stacked on top of one another, you will often come upon a situation in which the tile you need is blocked or buried. Therein lies the challenge of *Shanghai II*.

Keep in mind that there are 4 of each tile — if 3 are easily removable and the 4th one is not, you should choose carefully which 2 you will remove.

Keep in mind also that there are 8 special tiles in the Mah-jongg tile set. Any one of the Flower tiles matches any other Flower tile (there aren't 4 identical-looking tiles), and the same for the Season tiles.

See the section on the tile sets on page 19, for special tiles in the other tile sets.

挑戰

If you don't play your tiles right, you'll reach a point in the game where there are no more matches available. When this happens, a message will inform you of the fact. You will have a number of options:

- You can BACK UP ONE MOVE, and keep on backing up, until you reach the point where you think you made a mistake, and try again.
- You can SHUFFLE the remaining tiles — hopefully, this will remove any snags, and you'll be able to complete the game. But it's kind of like cheating to use this, don't you think?
- You can REPEAT from the beginning, with the tiles re-arranged the way they were when you started playing.
- You can start a NEW GAME, with the tiles completely re-arranged in a different pattern.
- You can start over with the tiles arranged in a different (perhaps easier) LAYOUT.

- You can play DRAGON'S EYE instead.

To be sure, there are other options open to you as well, but these are the main options offered by *Shanghai II: Dragon's Eye*. To accomplish any of these options, use the onscreen menus.

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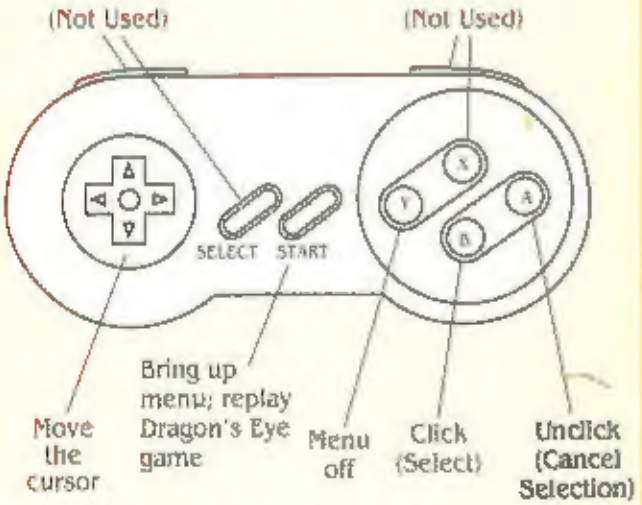
説明

USING THE CONTROLLER



運

選択

SHANGHAI II MENUS

To bring up the menus, press the START button.

The ***HELP*** menu is there to use when you're in trouble in the game.

FIND A MATCH is useful if you are stuck and can't find one yourself. The computer will highlight an available pair for you.

BACK UP ONE MOVE will put back the previous pair. The computer remembers every move you made, and will put them all back if you keep selecting this option.

SHUFFLE will re-arrange the remaining tiles for you, which can be a useful "cheat" if you run out of matches.

WILD TILE is actually a different mode of play — selecting this will cause a new game to be started. A special tile will appear at the bottom right of the screen (the Chinese character on this tile means "Omnipotent").

At any time during the game, you can take a blocking tile and move it here (just click on the tile, then click here). Then, when you finally unblock its mate, click on them both and the pair will be gone. The Wild Tile can be used only once per game.

樂

The ***GAMES*** menu offers a variety of ways to play.

2 PLAYERS starts a 2-player version of *Shanghai II*, in which the players take turns removing pairs of tiles. You'll need 2 controllers to play. Each player has a timer running — at the end of the game, the player with the least amount of time on his timer wins the game. If your timer runs over 999, it will change color to so indicate. The timers stop running at 1,999, so that's the time to beat.

1 PLAYER starts a new 1-player game.

TOURNAMENT starts a special game mode in which you can play through an entire Tournament game. Because the Tournament game is extremely lengthy and challenging and can not be saved, it has been broken down into four rounds.

ROUND 1
(Dragon's Eye)
• SLAYER
(Shanghai II)
• BOAR
• DOG
• RABBIT

ROUND 2
(Dragon's Eye)
•MASTER
(Shanghai II)
• SNAKE
• MONKEY
• OX

ROUND 3
(Dragon's Eye)
• SLAYER
(Shanghai II)
• DRAGON
• ROOSTER
• HORSE

ROUND 4
(Dragon's Eye)
• MASTER
(Shanghai II)
• RAT
• RAM
•TIGER

In each round, the *Shanghai II* layouts are arranged in increasing order of difficulty. After the *Dragon's Eye* bout, you must play a Novice layout, then an Advanced layout, and lastly a Master layout.

TIME LIMIT sets up a version in which a timer is running as you play. This way you can time yourself — you can write down your best times and try to beat them. The timer runs up to 1,999 (after it reaches 999 it starts over again at 000

and changes color), so that's the time to beat.

REPLAY allows you to start over again in one of two ways — you can REPEAT the game (start over again, with the tiles arranged exactly as they were when you began the game), or you can play a NEW GAME, with the tiles shuffled.

DRAGON'S EYE is, as already mentioned, a completely different variant of the classic *Shanghai* game. See the *Dragon's Eye* section, elsewhere in this manual.

The ***OPTIONS*** menu lets you customize what you see and hear in the game, to some extent.

TILE ANIMATION turns the animations on and off. Turning off the animations speeds up gameplay a bit, so it might be useful when playing 2 Players or Time Limit.

BACKGROUND turns the background picture of the Great Wall of China on and off. Some players prefer a cleaner,

uncluttered background to enhance concentration.

SOUND EFFECTS turns the sound effects on and off. As with the animations, this has the effect of speeding up gameplay a bit.

MUSIC allows you to not only turn the music on and off, but also select between stereo and mono.

The ***TILES*** menu is there to let you choose another tile set. Note that if you choose to change tiles, you'll be starting over again (your current game will not be saved). Some sets may be easier for you to use than others. Also, some sets contain special groups of tiles — for instance, in the Mah-jongg tile set, there are 4 different Seasons tiles (SPR, SUM, AUT, WIN), which match each other, and 4 different Flower tiles (MUM, PLUM, BAM, ORC). The following lists all the special case tiles.

Tile Set	***Special groups***
Mah-jongg	Seasons (Spr, Sum, Aut, Win), Flowers (Mum, Plum, Bam, Orc)
Lo-hi playing cards (Ace-9)	(None)
Hi-lo playing cards (6-Ace)	(None)
Hanafuda	Elements (Chinese characters), Faces
Alphabet	(None)
Flags	(None)
Sports	Officials (dark outline), Medals
Fantasy World	Treasure (blue outline), Court (red outline)
Animals	Salt Water Fish (red outline), Fresh Water Fish (blue outline)
Vegetables	(None)
Oriental road signs	(None)

The ***LAYOUT*** menu lets you set up the tiles in a different arrangement pattern on the screen.

There are 13 layouts available. When you want to select a new layout you must select a new layout when you enter this mode) and you have the LAYOUT menu highlighted, press B to see the 13 layouts. Use the ✣Control Pad to move the highlight from layout to layout — the screen will scroll left and right as you need. When the desired layout is highlighted press B to play a game using that layout.

Some of the layouts are easier than others, as follows:

NOVICE	ADVANCED	MASTER
Boar	Dog	Horse
Dragon	Monkey	Ox
Rat	Ram	Rabbit
Snake	Rooster	Tiger
	Shanghai	

SHANGHAI II STRATEGY TIPS

- Concentrate on removing tiles that block the most other tiles. The Novice layouts have fewer key blocking tiles, and the Master layouts have a lot of them

- Before starting play, identify as many matching pairs as possible. In the Advanced and Master layouts, check for tiles that need to be unblocked.

- It is often better to concentrate on long rows than on tall stacks.

- Watch for triples. If you identify a pair, look for a 3rd (or 4th) tile that also matches. Make sure you leave the one that's blocking the fewest important tiles. If you're not sure

what to do with a triple, leave it for later.

- If you see all 4 of a group free at the same time, remove them to unclutter the field

- Look ahead as many moves as you can

DRAGON'S EYE

When you start the *Dragon's Eye* game, you'll see the Dragon display on the left side of the screen with 8 tiles in place. On the right side of the screen you see your hand: the 6 tiles in your "hand" at the bottom of the screen) and your opponent's 3-tile hand (at the top of the screen), and some boxes saying "FLIP," "DRAW," and "DONE." Your score and the Master's score (both 000) are shown, and there is also an indicator showing how many tiles are in the draw pile. When you first enter this screen, the computer plays the role of the Dragon Master and you play the role of Dragon Slayer. The Dragon Master's hand is hidden from you (the tiles are turned away from you), and your tiles are facing you.

As the Dragon Slayer, your goal is to do one of the following:

- Prevent the Dragon Master from completely filling the dragon display. To do this, you play until all the tiles have been played.

- Clear all tiles from the dragon's "heart" and "limbs" (the 8 spaces in the center of the dragon display). Any time you do this during the game, you win, and play ceases.

The Dragon Master's goal is to completely fill the dragon display — the dragon's heart and limbs must be 2 layers deep, and the rest of the display 1 layer deep.

The Dragon Slayer plays his turn first. As the Dragon Slayer, *Dragon's Eye* is played according to the same basic system used in *Shanghai II*: to remove a matched pair of tiles from the dragon display, click on the tiles and they'll be removed.[3] You can also

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Wise man say:

[3] **If the tiles are not removed, check to make sure that:**

- the tiles match
- the tiles are unblocked
- the tip of the cursor is well within the tile.

make a match with a tile in your hand (at the bottom right corner of the screen) with one on the dragon display. As long as you can make matches, you can continue to play. If you can't make a match, and you have less than 5 tiles in your hand, you can click on the DRAW box with the B button and draw another tile.

You can only end your turn (and let the Dragon Master take his turn) if you have 5 or less tiles in your hand. If you can't make a match from the 6 tiles in your hand, you must place one of your tiles on the dragon display. Once you do this, your turn is over. You'll find that the placing of your own tiles on the dragon display is an important part of a winning *Dragon's Eye* strategy.

Once your turn has ended, click on the DONE box. The Dragon Master will place a tile on the display, and it will be your turn again.

- the tiles are not both in your own hand (at least one must be on the dragon display).
- you have not placed a tile on the dragon display (your turn has ended). If this is what has happened, you must click on DONE.

As tiles get placed on the display you will notice that blocked tiles are automatically turned face down. Any tile facing up is, therefore, unblocked. This makes it a little less distracting when looking for matching tiles, but it also means you need a good memory for what the blocked tiles are (if you've seen them face up). The backs of the tiles in the dragon's heart and limbs are colored differently from the backs of the tiles in the rest of the dragon display, to indicate that another layer of tiles can be placed there.

The Slayer wins if he succeeds in removing the tiles from the heart and limbs. The Master wins if he completely fills the dragon display, one deep outside the heart and limbs and two deep in the heart and limbs. If all 144 tiles have been drawn and the dragon display is not completed or emptied, the game ends: the players' scores are then compared to determine the winner.

If you play a 2 player game (using the REPLAY menu option in the GAMES menu as described elsewhere in this manual), the tiles

are automatically flipped. The Slayer player will play first. The Master player should look elsewhere while the Slayer player FLIPs his tiles and plays his turn. When the player clicks on DONE, the tiles are flipped automatically. Likewise, during the Master's turn the Slayer should look away from the screen.

When playing as the Dragon Master, you will sometimes find that you have little choice in where you place a tile. Whenever a Heart space (the 2 spaces in the center of the display) is empty, you must place a tile there. If the Heart spaces are occupied but a Limb space (the 6 spaces around the Heart) is empty, you must place a tile there. Otherwise, you may place tiles anywhere you wish.

忍耐

THE DRAGON'S EYE MENUS

The OPTIONS and TILES menus work exactly as they do in the *Shanghai II* game, described elsewhere in this manual. The ***GAMES*** menu allows you to start up new games.

REPLAY allows you to play a new game of *Dragon's Eye*. You can set it up so you can play as Slayer or Master, against the computer or against a friend.

Press B when the REPLAY option is highlighted; press B to alter the options; and use the ✣ Control Pad to go from Master to Slayer.

The normal 1-player setup is **COM MASTER / P1 SLAYER.** To play a 1-player game as the Master against the computer Slayer, set it to **P1 MASTER / COM SLAYER.**

To play a 2-player game against a friend, you can set it to **P1 MASTER / P2 SLAYER** or **P2 MASTER / P1 SLAYER.**

You can even play both sides yourself, or set the computer to play against itself.

When it's configured the way you want it, press START to start the new game. If you want to skip it and return to a game already in progress, press A (twice) or Y (once).

TOURNAMENT allows you to jump right into a Tournament game, as described elsewhere in this manual.

SHANGHAI takes you back to the standard *Shanghai II* game.

DRAGON'S EYE STRATEGY TIPS

SLAYER HINTS 殺

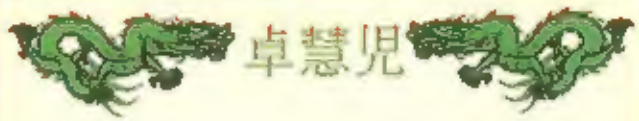
- Draw as often as you can.
- Remove matching tiles from the board as soon as possible — the Master may block them otherwise.
- If you have a pair in your hand, place one of them on one of the 6 key spaces at the edges of the dragon display. The Master will probably try to bury important tiles in the blank space — and then you can unblock them at your convenience.
- When you're forced to put a tile on the display, place it in a space where it doesn't block another tile or leave the Master an opening to block something. You'll find that as the display fills up your strategy must alter to suit the situation.
- Don't worry too much about having to put tiles on the board — you will usually find "cascades" happening, where matching pairs of tiles suddenly appear all around the display.

MASTER HINTS 大家

- Although you only have 3 tiles in your hand, you control the pace of the game. Your objective is to bury matching pairs so your opponent can't remove them. Capture the 6 key edge spaces that block 2 spaces each.
- Try to remember which tiles have been removed. If a pair has already been removed and you place a 3rd similar tile on one of the outer spaces, there is only one tile remaining that can be matched and unblock the 2 tiles.

- You will often have 3 tiles in your hand that match others on the display. Place the tile that will do the least damage by unblocking the minimal number of other spaces. You may be able to bury the more damaging tiles in future moves.

- Stack matching tiles on top of each other in the central heart and limb spaces. You'll have to remember what tiles are there, since in order to be stacked, the lower tile must be blocked first.



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